Chapter 3 – Instruction-Level Parallelism and its Exploitation (Part 1)

ILP vs. Parallel Computers

Dynamic Scheduling (Section 3.4, 3.5)

Dynamic Branch Prediction (Section 3.3, 3.9, and Appendix C)

Hardware Speculation and Precise Interrupts (Section 3.6)

Multiple Issue (Section 3.7)

Static Techniques (Section 3.2, Appendix H)

Limitations of ILP

Multithreading (Section 3.11)

Putting it Together (Mini-projects)

ILP vs. Parallel Computers

Instruction-Level Parallelism (ILP)

  Instructions of single process (or thread) executed in parallel

  Parallel components must *appear* to execute in sequential
    program order

Parallel Computers or Multiprocessors

  Program divided into multiple processes (or threads)

  Instructions of multiple threads executed in parallel

  Typically also involves ILP within each thread

  No a priori sequential order between parallel threads

Dynamic Scheduling - Basics

The situation:

```
DIV.D F0, F2, F4
ADD.D F10, F0, F8
MULT.D F6, F6, F14
```

The problem:

ADD stalls due to RAW hazard

MULT stalls because ADD stalls

Example

```
        1    2    3    4    5    6    7    8
DIV.D IF   ID   E/   E/   E/   E/   MEM WB
ADD.D      IF   ID   **   **   **   E+   E+
MULT.D          IF   **   **   **   ID   E* why stall?
```

In-order execution limits performance

Dynamic Scheduling - Basics (Cont.)

Solutions

    Static Scheduling

    Dynamic Scheduling

Static Scheduling (Software)

    Compiler reorganizes instructions

    +

    +

    (Will see more later)

Dynamic Scheduling (Hardware)

    Hardware reorganizes instructions

    +

    +

Dynamic Scheduling - Basics (Cont.)**

Solutions

    Static Scheduling

    Dynamic Scheduling

Static Scheduling (Software)

    Compiler reorganizes instructions

    + Simpler hardware

    +

    (Will see more later)

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    Hardware reorganizes instructions

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Dynamic Scheduling - Basics (Cont.)**

Solutions

    Static Scheduling

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    Compiler reorganizes instructions

    + Simpler hardware

    + Can use more powerful algorithms

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Dynamic Scheduling (Hardware)

    Hardware reorganizes instructions

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    +

Dynamic Scheduling - Basics (Cont.)**

Solutions

    Static Scheduling

    Dynamic Scheduling

Static Scheduling (Software)

    Compiler reorganizes instructions

    + Simpler hardware

    + Can use more powerful algorithms

    (Will see more later)

Dynamic Scheduling (Hardware)

    Hardware reorganizes instructions

    + Handles dependences unknown at compile time

    +

Dynamic Scheduling - Basics (Cont.)**

Solutions

    Static Scheduling

    Dynamic Scheduling

Static Scheduling (Software)

    Compiler reorganizes instructions

    + Simpler hardware

    + Can use more powerful algorithms

    (Will see more later)

Dynamic Scheduling (Hardware)

    Hardware reorganizes instructions

    + Handles dependences unknown at compile time

    + Software is more portable

Dynamic Scheduling - Basics (Cont.)

In-order execution - Static

   Instructions sent to execution units sequentially

   Stall instruction $i + 1$ if instruction i stalls for lack of operands

Out-of-order execution - Dynamic

   Send independent instructions to execution units as soon as
     possible

Dynamic Scheduling Basics (Cont.)

Original simple pipeline

    ID – decode, check all hazards, read operands

    EX – execute

Dynamic pipeline

    Split ID ("issue to execution unit") into two parts

        Check for structural hazards

        Wait for data dependences

    New organization (conceptual):

        Issue – decode, check structural hazards, read ready operands

        ReadOps – wait until data hazards clear, read operands, begin execution

        Issue stays in-order; ReadOps/beginning of EX is out-of-order

Dynamic Scheduling Basics (Cont.)**

Original simple pipeline

    ID – decode, check all hazards, read operands

    EX – execute

Dynamic pipeline

    Split ID ("issue to execution unit") into two parts

        Check for structural hazards

        Wait for data dependences

    New organization (conceptual):

    Issue – decode, check structural hazards, read ready
        operands

    ReadOps – wait until data hazards clear, read operands, begin
        execution

Dispatch   Issue

Issue stays in-order; ReadOps/beginning of EX is out-of-order

Dynamic Scheduling Basics (Cont.)

Dynamic scheduling can create WAW, WAR hazards, and imprecise exceptions

WAW hazards with dynamic scheduling

```
DIV.D   F0, F2, F4
ADD.D   F10, F0, F8
MUL.D   F10, F8, F14
```

WAR hazards with dynamic scheduling

```
DIV.D   F0, F2, F4
ADD.D   F10,F0, F8
MUL.D   F8, F8, F14
```

Can always stall,

but more aggressive solution with *register renaming*

Register Renaming - Tomasulo's Algorithm

Registers are *Names* for data values

Think of register specifiers as *tags*

NOT storage locations

Tomasulo's algorithm exploited above in IBM 360/91

WAW hazards:

```
DIV.D  F0,  F2, F4
ADD.D  F10, F0, F8
MUL.D  F10, F8, F14
```

WAR hazards:

```
DIV.D  F0,  F2, F4
ADD.D  F10, F0, F8
MUL.D  F8,  F8, F14
```

Some History - IBM 360/91

Fast 360 for scientific code

    Completed in 1967

    Predates cache memories

Pipelined, rather than multiple, functional units (FU)

    We will assume multiple functional units

360 had register memory instructions, we don't

Register Renaming - Tomasulo's Algorithm

Tomasulo's algm uses *reservation stations* for register renaming

Instruction is "issued" to a reservation station

A pending operand is designated via a tag

Tag = reservation station that will provide the operand

Reservation station with pending instruction fetches and buffers the operand when it becomes available
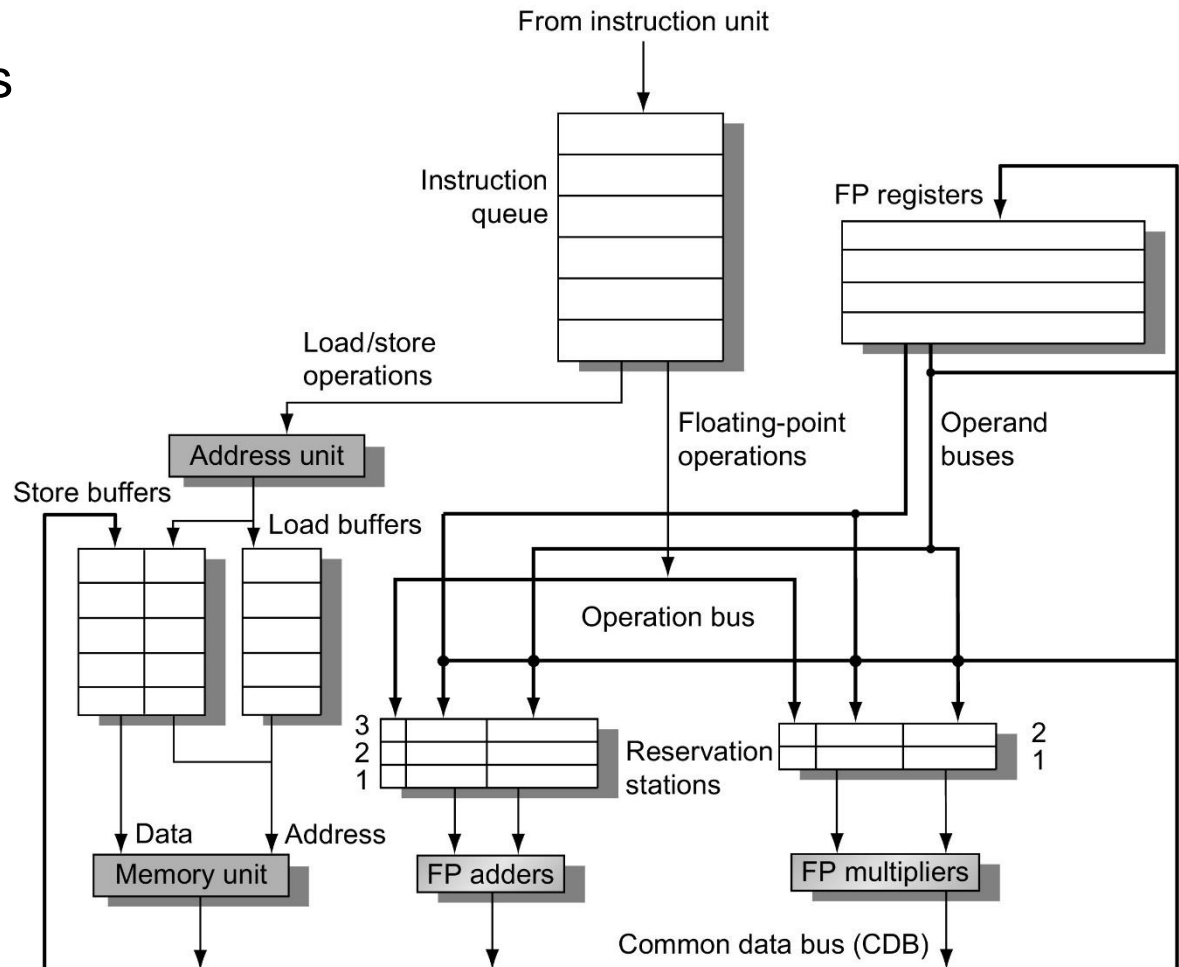
All FUs place output on the *common data bus* (CDB) with tag

Waiting reservation station gets the data from the CDB (register bypass)

Tomasulo's Algorithm - Implementation

Extend simple pipeline as example for

Tomasulo's algorithm

    Assume multiple FUs

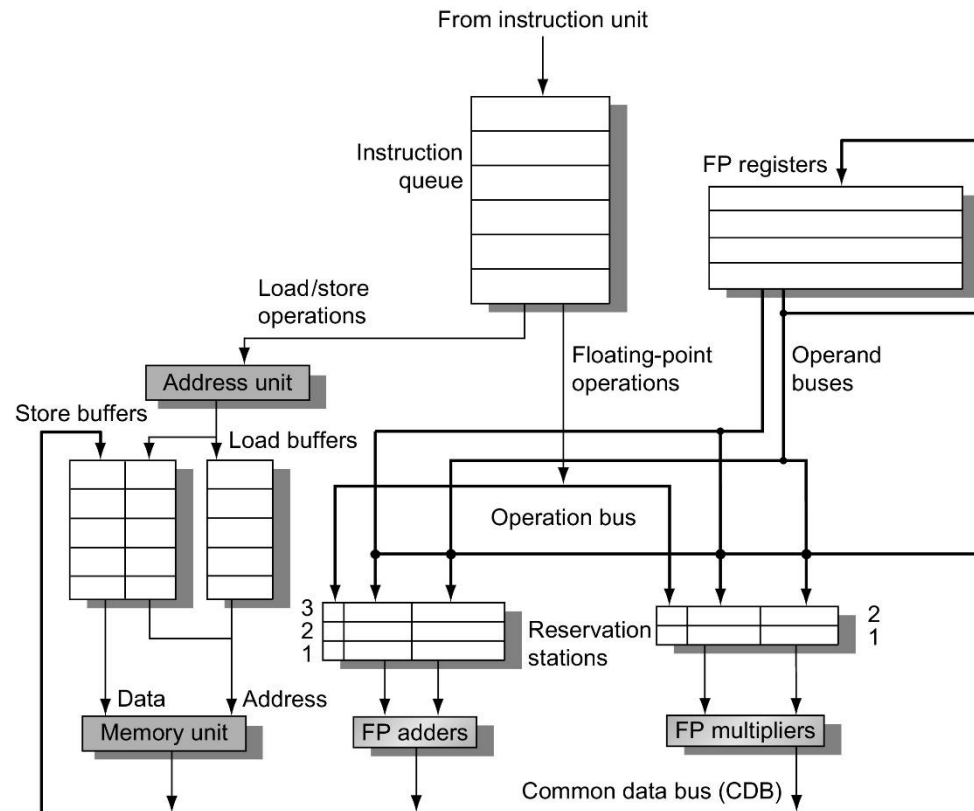# *Tomasulo's Algorithm – Implementation***

Figure 3.10 The basic structure of a RISC-V floating-point unit using Tomasulo's algorithm. Instructions are sent from the instruction unit into the instruction queue from which they are issued in first-in, first-out (FIFO) order. The reservation stations include the operation and the actual operands, as well as information used for detecting and resolving hazards. Load buffers have three functions: (1) hold the components of the effective address until it is computed, (2) track outstanding loads that are waiting on the memory, and (3) hold the results of completed loads that are waiting for the CDB. Similarly, store buffers have three functions: (1) hold the components of the effective address until it is computed, (2) hold the destination memory addresses of outstanding stores that are waiting for the data value to store, and (3) hold the address and value to store until the memory unit is available. All results from either the FP units or the load unit are put on the CDB, which goes to the FP register file as well as to the reservation stations and store buffers. The FP adders implement addition and subtraction, and the FP multipliers do multiplication and division.

Our Tomasulo Pipeline

3-stage Execution (ignore IF and MEM)

Issue
: Get instruction from queue
  ALU Op: Check for available reservation station
  Load/Store: Check for available load/store buffer
  If not, stall due to structural hazard

Execute
: If operands available, execute operation
  If not, monitor CDB for operand

Write
: If CDB available, write it on CDB
  If not, stall

Reservation Stations

Handle distributed hazard detection and instruction control

Everything, except store buffers, has a *tag*

4-bit tag specifies reservation station or load buffer

Specifies which FU will produce result

Register specifier is used to assign tags

THEN IT'S DISCARDED!

Register specifers are ONLY used in ISSUE

Reservation Stations

Op	Opcode
Q_j, Q_k	Tag Fields
V_j, V_k	Operand values
Busy	Currently in use

Register File and Store Buffer

Q_i	Tag Field
Busy	Currently in use

Load and Store Buffers

Busy	Currently in use
A	Address

Latencies: FP+ = 2, FP* = 10, FP/ = 40, Load/int = 1

Example code

```
L.D     F6,34(R2)

L.D     F2,45(R3)

MULT.D  F0,F2,F4

SUB.D   F8,F6,F2

DIV.D   F10,F0,F6

ADD.D   F6,F8,F2
```

Tomasulo Example

Instruction Status (For illustration ONLY)			
Instruction	Issue	Execute	Write
L.D F6,34(R2)			
L.D F2,45(R3)			
MULT.D F0,F2,F4			
SUB.D F8,F6,F2			
DIV.D F10,F0,F6			
ADD.D F6,F8,F2			

FU	Name	Busy	Op	Vj	Vk	Qj	Qk
1	Add1						
2	Add2						
3	Add3						
4	Mult1						
5	Mult2						

Register Result Status									
	F0	F2	F4	F6	F8	F10	F12	…	F30
QI									
Busy									

Tomasulo Example

Instruction Status (For illustration ONLY)			
Instruction	Issue	Execute	Write
L.D F6,34(R2)			
L.D F2,45(R3)			
MULT.D F0,F2,F4			
SUB.D F8,F6,F2			
DIV.D F10,F0,F6			
ADD.D F6,F8,F2			

FU	Name	Busy	Op	Vj	Vk	Qj	Qk
1	Add1						
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3	Add3						
4	Mult1						
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Register Result Status								
	F0	F2	F4	F6	F8	F10	F12	…	F30
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Tomasulo Example

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FU	Name	Busy	Op	Vj	Vk	Qj	Qk
1	Add1						
2	Add2						
3	Add3						
4	Mult1						
5	Mult2						

Register Result Status								
	F0	F2	F4	F6	F8	F10	F12	…	F30
QI								
Busy								

*Variations on Tomasulo Example***

What if the last ADD is replaced with ADD.D **F10**, F8, F2?

What if we add another instruction at the end: ADD.D F6, F0, F2?

Out-of-order loads and stores?

CDB is a bottleneck

    Could duplicate

    Increases the required hardware

Complex implementation

Out-of-order loads and stores?

What about WAW, RAW, and WAR hazards?

Compare all load addresses w/ address in store buffers

Compare all store addresses w/ address in load/store buffers

Stall if they match

CDB is a bottleneck

Could duplicate

Increases the required hardware

Complex implementation

Tomasulo, cont.

Advantages

  Distribution of hazard detection

  Elimination of WAR and WAW stalls

Common Data Bus

  + Broadcasts results to multiple instructions, bypasses registers

  - Central bottleneck

      Could duplicate (increases required hardware)

Register Renaming

  + Eliminates WAR and WAW Hazards

  + Allows dynamic loop unrolling

      Especially important with only 4 registers

  - Requires many associative lookups

Loops with Tomasulo's Algorithm

Consider the following example:

```
FORTRAN:
DO I = 1, N
     C[I] = A[I] + s * B[I]

ASSEMBLY:
L.D    F0, A(R1)
L.D    F2, B(R1)
MUL.D  F2, F2, F4 /* s in F4 */
ADD.D  F2, F2, F0
S.D    C(R1), F2
Branch code
```

What would Tomasulo's algorithm do?